PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01026
#21211

Dave Mirra freestyle BMX™

Acclaim

MAX SPORTS

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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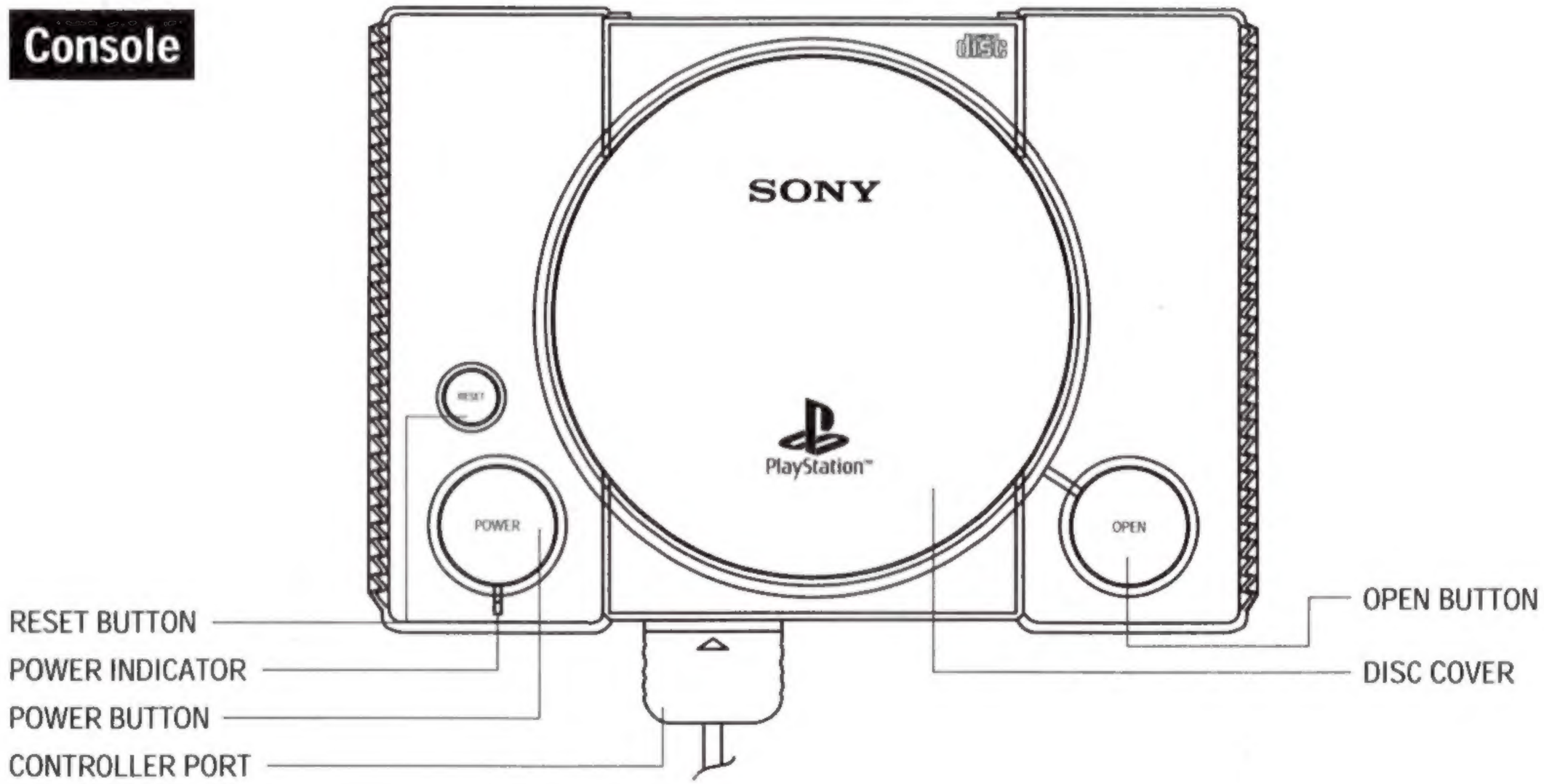
LOADING

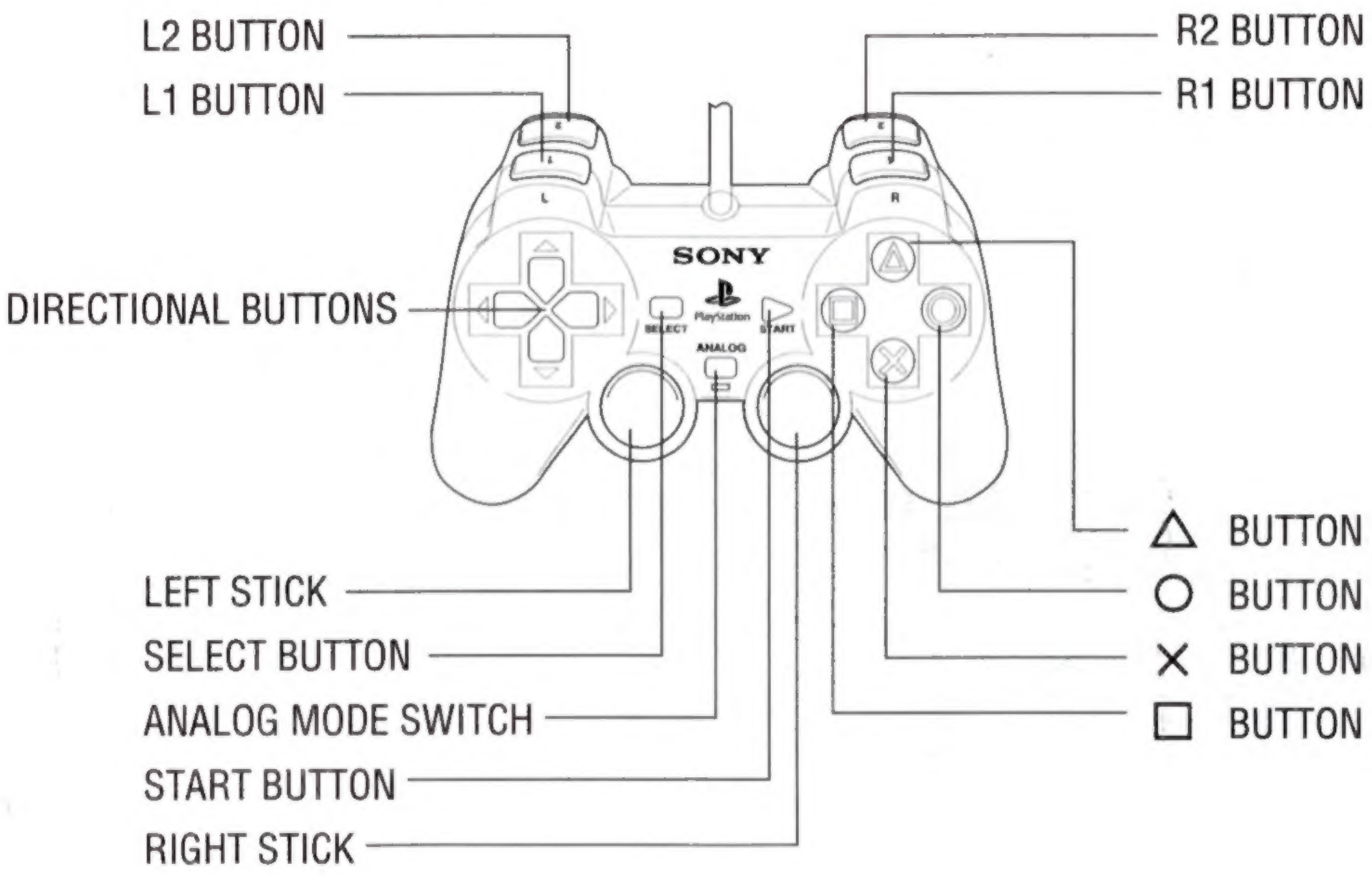
1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the Dave Mirra Freestyle BMX™ disc and close the disc cover. If you wish to save your game, insert a MEMORY CARD (sold separately) into MEMORY CARD slot 1.
3. Insert game controllers and turn on the PlayStation® game console.
4. Follow on-screen instructions to start a game.

Note: Dave Mirra Freestyle BMX™ is for up to 2 players.

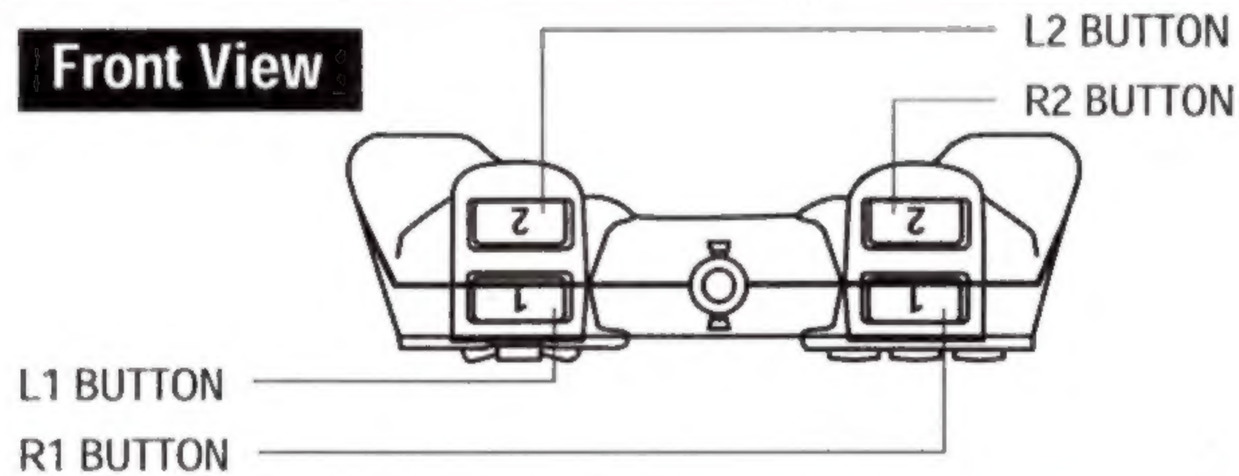
Console



DUALSHOCK™ analog controller



Front View



IT'S TRICKY LIKE THAT

Welcome to Dave Mirra Freestyle BMX. What have we got for you? You get the top riders, the top bikes, the top gear, the top sponsors—there's nothing weak or squirrely about this game! There are more than 1,300 amazing tricks packed in, too, and best of all, you can create your own tricks on the fly.

You get to show your style in twelve beautifully rendered environments, and you can go anywhere, anytime.

Plus, there are tons of cool objectives to keep you honest and test your nerve and skill to the limit. Add in a churning soundtrack and you've got yourself one hot game! It's the closest thing to getting out there and shredding on your bike that I've ever seen. So grab a controller and get grinding. See you in the air!

MAIN MENU

At the Main Menu, highlight the option you wish to select by pressing **UP** or **DOWN** on the **DIRECTIONAL BUTTONS**, then press the ⊗ **BUTTON** to select that option. You have these choices:

PROQUEST: Try a pro BMX career. Start as a rookie and wheel to the top.

SESSION: A timed run on any available level, without objectives.
FREE RIDE: Take a practice ride around to learn the level.
2 PLAYER: Take turns competing against your friends.
LOAD/SAVE: Save or load your current progress, records and settings.
COOL STUFF: View game objectives, high scores, movies and game credits.
OPTIONS: Set up the game to suit your style.

OPTIONS

CONTROLLER:

Set Vibration **ON** or **OFF** (when using the **DUALSHOCK™** analog controller), and choose among various pre-set control schemes.

DEFAULT CONTROLS

ACTION BUTTONS

GROUND MOVES

- ⊗ Bunnyhop (press, hold and release at edge of jump)
- △ Grind + Direction on **DIRECTIONAL BUTTONS** at any angle other than 90°
- △ Stalls + Direction on **DIRECTIONAL BUTTONS** at 90° angle "straight into ledge"

NOTE: **Just the △ button (without directional) is a Double Peg Grind.**

AIR MOVES

- ■ Big Air Trick + Direction on **DIRECTIONAL BUTTONS**
- ● Modifier Trick + **DIRECTION**

NOTE: Use in conjunction with other tricks to make new tricks or use by themselves.

- ✕ When in the air press ✕ + **DIRECTION** to Footplant, Walltap, etc.

SHOULDER BUTTONS

L1 or L2: Spin Left
R1 or R2: Spin Right

DIRECTIONAL BUTTON CONTROLS

UP: Speed up when coasting (tap or hold for extra speed). When backwards (Fakie), tap up to spin around.
DOWN: Brake
LEFT: Turn Left
RIGHT: Turn Right

MANUALS AND NOSE MANUALS

A Manual/Nose Manual may be executed anytime while in the air. They can be performed following a trick, grind, stall or just jumping into a manual.

MANUAL: After jumping, press ↓↓, holding the second ↓ action until the Manual balance meter appears on the left side of the screen. You will then need to balance the manual with the UP and **DOWN DIRECTIONAL BUTTONS.**

NOSE MANUAL: After jumping, press ↑↑, holding the second ↑ action until the Nose Manual balance meter appears on the left side of the screen. You will then need to balance the Nose Manual with the UP and **DOWN DIRECTIONAL BUTTONS.**

MODIFIER TRICK CHEAT SHEET

In Dave Mirra Freestyle BMX you can actually create new tricks on the fly by mixing tricks together with other tricks. You can mix Big Air tricks with Modifier tricks, Big Air with Big Air and Modifier with Modifier. You can literally mix and match almost anything and make up completely new tricks. There are more than 1,300 different tricks, not including combos. The Modifier is so powerful, you can create almost anything, including tricks even the pros haven't dreamed of!

EXAMPLE 1: BIG AIR + MODIFIER

SUPERMAN via ◪ + ■ followed up immediately with a **NO HANDER** ◔ + ● creates a **SUPERMAN NO HANDER**. Continue to hold the ● **BUTTON** and you will hold the trick in the air.

Tip: You can even do a **BACKFLIP NOTHING**, if you're quick enough.

See **NOTHING** below.

EXAMPLE 2: MODIFIER + MODIFIER

A **NOTHING** (◪ ◔ + ●) is the combination of a **NO HANDER** (◔ + ●) and **NO FOOTER** (◪ + ●).

EXAMPLE 3: BIG AIR + BIG AIR

A **CANDYBAR BACKFLIP** (◪, ◒ + ■) is the combination of a **CANDYBAR** (◪ + ■) and **BACKFLIP** (◒ + ■).

Experimentation is the key. The more you improvise, the higher the score. Even more tricks (Double Backflips, Frontflips, Double Tailwhips, etc.) can be done by double pressing ◧◧ or ◨◨ or ◧◧ or ◒◒ or ◔◔ or ◪◪ or ◪◪ or ◔◔ or left - right or right - left, using either ■ or ● + a direction.

PLEASE NOTE: You can actually pull off a trick next to a wall by doing a Footplant or Walltap. Example: press the ⊗ BUTTON + ◧ to do a Fast Plant, kick off the wall into another trick, then land in a Manual.

BIG AIR TRICKS – ● BUTTON

NOTE: Hold the button to hold the trick for bigger points, but be sure to let go before you land.

toboggan	tabletop	superman
turndown		can can
candy bar	backflip	tailwhip

+ ● **BUTTON**

No Direction = N/A

IN AIR TRICK MODIFIERS – ● BUTTON

NOTE: These can be used on their own, combined with each other, or combined with big air tricks. Hold the button to hold the trick for bigger points, but be sure to let go before you land.

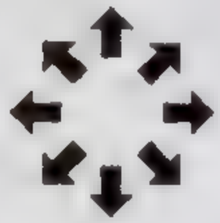
rocket air	X-up	seat grab
one footer		one hander
no footer	barspin	no hander

+ ● **BUTTON**

No Direction = N/A

GRINDING – ● BUTTON

NOTE: Any angle other than 90 degrees will make you grind.

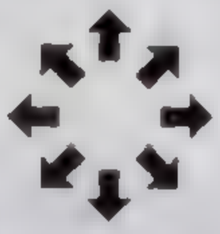
lipslide	toothpick	luc-e
smith		feeble
crooked	icepick	sprocket

+ △ BUTTON

No Direction = Double Peg

STALLS – ● BUTTON

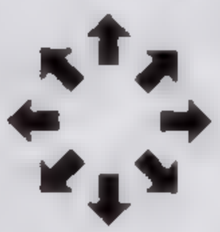
NOTE: You must be going 90 degrees "straight towards an edge" to Stall otherwise you will grind.

nosepick	toothpick	nosepick
disaster		disaster
tail tap	icepick	tail tap

+ △ BUTTON

No Direction = Double Peg

TRICKS – ⊗ BUTTON

N/A	N/A	N/A
fast plant		wall tap
N/A	N/A	N/A

+ ⊗ BUTTON

GETTING STARTED

Once you choose a game mode, it's time to make your selections for that mode. In Session, Free Ride and 2-Player modes, you select from the available riders, bikes, styles and levels. More are unlocked as you progress through the Proquest portion of the game. In Proquest, you ride on the levels in the order presented, and you have to earn the better bikes and styles. Press **LEFT** or **RIGHT DIRECTIONAL BUTTONS** to cycle through available selections. Press the ⊗ **BUTTON** to select. Once you make a selection, the highlight automatically goes to the next category. Press the △ **BUTTON** to cancel a selection and backup to a previous category.

RIDER SELECT

Select any of the top BMX riders to control. To the right of each rider portrait is his ranking in five vital BMX skill categories. The more arrows, the better.

AIR: Determines jumping power and gravity-defying ability.

SPEED: Determines maximum top speed and acceleration (speed added per pedal).

SPINS: Determines base rotation speed, allowing for faster, more controllable spins and flips.

BALANCE: Determines ease of balance to hold grinds or stalls.

OVERALL: Determines the rider's overall rating considering the average of the attributes.

BIKE SELECT

Bikes are rated in five performance categories. The bikes add on to a rider's attributes (as seen by the different color), boosting his performance in each category.

AIR: Determines jumping power and gravity-defying ability.

SPEED: Determines maximum top speed and acceleration (speed added per pedal).

SPINS: Determines base rotation speed, allowing for faster, more controllable spins.

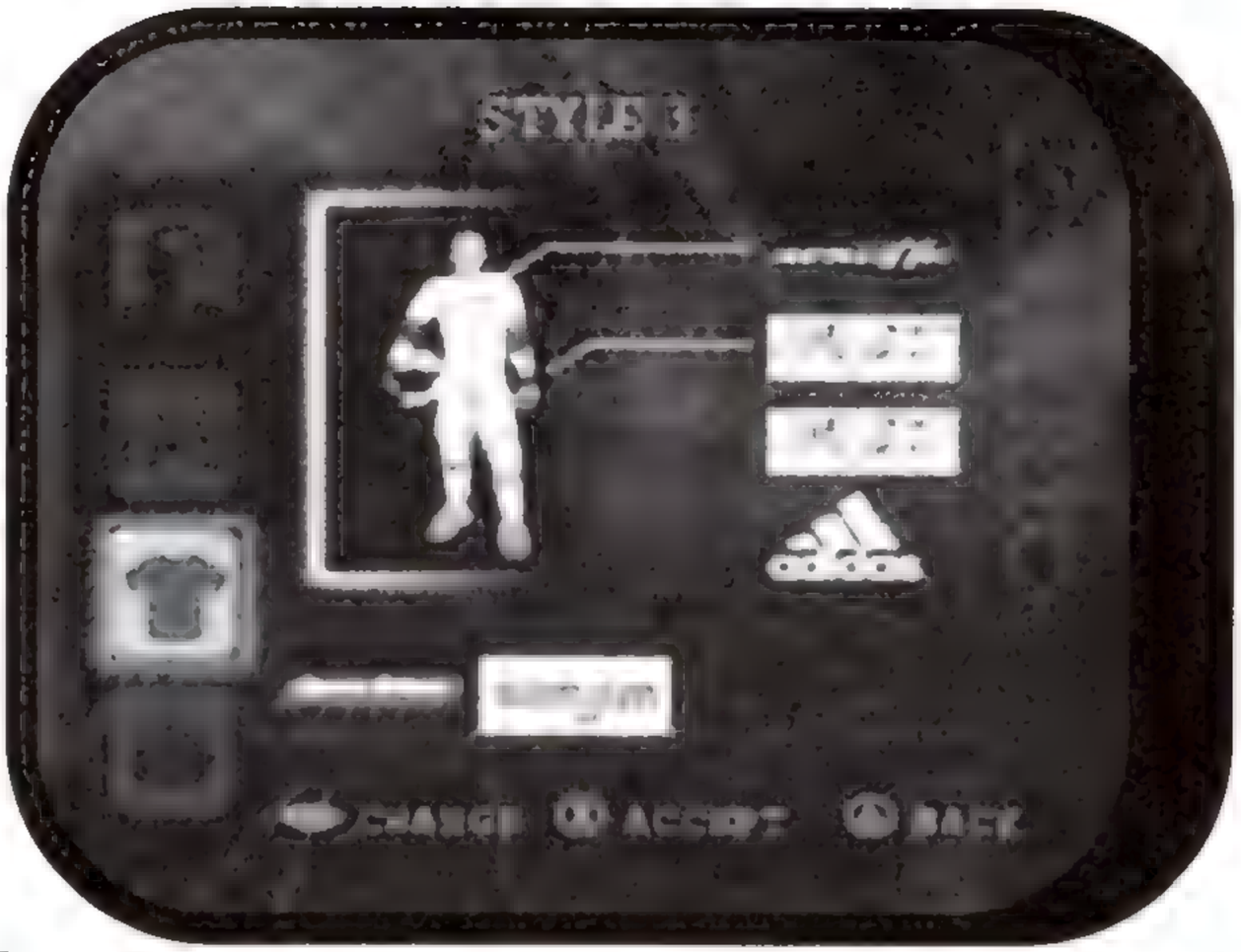
BALANCE: Determines how long a rider can hold grinds or stalls without balancing.

OVERALL: Determines the bike's overall rating considering the average of the attributes.

You begin with a selection of default bikes. They're enough to get you started, but you'll want to earn the bike each rider prefers by completing the required level objectives. You earn a bike upgrade for completing various tasks throughout the game.

STYLE SELECT

Choose from five pre-set style configurations. Again, you start off pretty plain, but once you attract sponsors, you'll be dressing for excess success, and wind up clad in a stylish competition jersey.



LEVEL SELECT

There are 12 levels, including dirt, street and vert locales. The first six levels offer different challenges and trick objectives. At these levels, you're trying to prove you have what it takes for the Pro Tour. Unlock bike upgrades and other goodies by meeting all the Pro and Hardcore objectives for each level. Once you earn a better bike, revisit previous levels to reach areas and earn scores you couldn't manage with your default bike. The last 6 levels are competition-based levels. Compete against the best of the best.

OBJECTIVE-BASED LEVELS

GREENVILLE: (Vert, Dirt, Street) Begin by learning the basics down in Greenville, NC.
WOODWARD: (Vert, Dirt, Street) Come to the famed Pennsylvania camp to hone your skills and win a sponsor.

COMPETITION-BASED LEVELS

PROTOUR: (Vert, Dirt, Street) The first leg on the way to the tournament.
ACCLAIM MAX GAMES: (Vert, Dirt, Street) Tournament style areas that are plenty tough.

LEVEL OBJECTIVES

The first six levels, based on Greenville and Woodward, are objective-based training levels. You'll see on-screen prompts that tell you what you need to accomplish before the timer runs out. Don't worry if you don't meet all the objectives in one run. Once you get certain objectives under your belt, the game will remember them, and all you have to do is finish the rest of the objectives in your next run(s). You begin each level as an Amateur. Once you've met the amateur objectives on any particular level, you can go on to the Pro objectives on the same level (another run), or try to meet the Amateur objectives on a different track (level select). You must meet all the Amateur objectives to face all the Pro challenges, and must master all the Pro challenges to go on from Greenville to Woodward. Complete Pro and Hardcore objectives to earn new bikes, gear and sponsors (you can complete the game without finishing all the Hardcore objectives).

GAME MODES

PROQUEST

Proquest is a career mode, for those who want to go for the whole enchilada. At the start of Proquest play you're a beginner, just starting out with a default bike, a helmet and more attitude than skill. You've got a lot to learn. Take your time mastering the basics in Greenville, then move up to some serious scrutiny at Woodward Camp. If you have what it takes, you'll attract sponsors and go on to the Pro Tour. Competition is fierce at this level, so expect to be challenged. If you manage to complete all three levels of the Pro Tour, you'll really be sweating when you enter the Acclaim Max Games. You can keep track of each rider's individual progression through Proquest at the rider selection screen. Each level is represented by boxes which will fill either Bronze, Silver, or Gold for the completion of the Amateur, Pro, or Hardcore objectives, respectively.

SCORING: In the last 6 levels, you earn points based on the difficulty and imagination of the tricks performed. The following levels are judged pro competitions where discerning judges rate your performance based on established BMX criteria. The judges are tough, so only your very best will be good enough!

SESSION

In a Session, the timer is ticking and you're free to ride hard on any available level, with no objectives to be met. Total score and measurements are displayed, so any level records can be broken. You won't earn new bikes, sponsors, outfits, cheat codes or levels in Session; this one's just for the joy of the ride!

FREE RIDE

Free Ride gives you a chance to learn a level without worrying about the clock, the score or anything else. No measurements are taken, and no level records can be broken. There's no pressure, but no rewards to earn. Have fun finding your way around and discovering your favorite trick spots.

2-PLAYER

In a 2-Player game, each player takes turns competing in a host of challenges. Player 1 goes first; player 2 then tries to top that performance. Try your hand at a round of B-M-X (the second player has to match the first rider's moves), see who can nail the highest Walltap, and many more. Highlight a 2-Player game mode and press the ⊗ BUTTON to view the game objective. Then get ready to show your bud that you just can't be beat!

THE GAME SCREEN

CONTROL HINT: On screen text gives you control tips.
OBJECTIVES: On screen text tells you what you need to do to ace the course.
TIMER: Each level is timed. You must complete your objectives or beat your competition in the time allotted for that level.
TRICK SCORE: Each time you perform a trick, you get instant on-screen feedback.

RESULTS SCREEN

At the end of each run, a display comes up showing your score, the overall best score to date and these options:
ANOTHER RUN: Resume play on the same course.
SAVE: Save your progress.

VIEW REPLAY: View the previous game from a variety of angles. You can even take temporary snapshots/freeze frames.

REPLAY CONTROLS:

⊗ BUTTON Changes camera view.
□ BUTTON Freezes camera and action to view tricks in all their glory.
△ BUTTON Resets the replay.
○ BUTTON Circles camera around the rider.
TRICK LIST: View a list of all the tricks and controls.
VIEW RECORDS: View the top 9 records for the level you're riding.
EXIT: Quit the current game and return to the Main Menu.

PAUSING THE GAME

Press the **START BUTTON** at any time to pause the game and bring up the Pause Menu. You'll have these choices.
CONTINUE: Return to your run where you paused the game.
VIEW CHALLENGES: See what you've done and what still needs doing.
OPTIONS: Adjust option settings.
TRICK LIST: View a list of tricks and their controls
VIEW RECORDS: See who rules the rankings.
END RUN: Exit the current run.

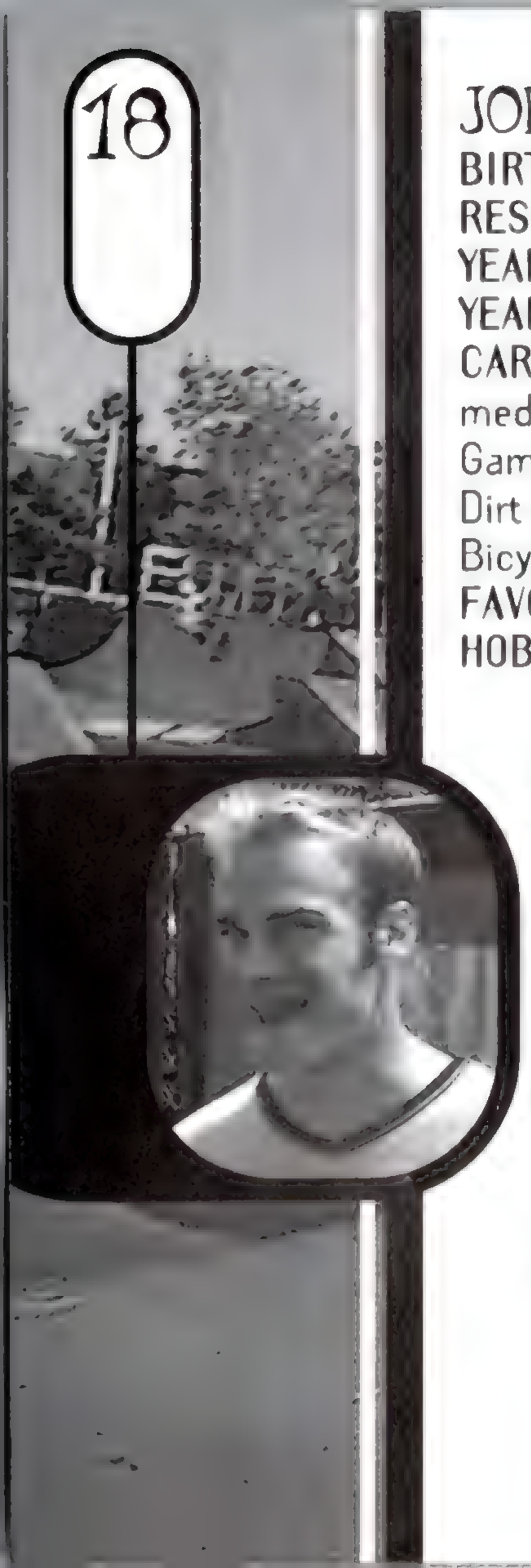
RIDER BIOS

DAVE MIRRA

BIRTHDAY: 4/4/74
RESIDENCE: Greenville, NC
YEARS RIDING: My whole life
YEARS PRO: 8
FAVORITE AIR TRICK: No Handed 540, Alternate Tailwhip
CAREER HIGHLIGHTS: 10-Time World Champion; landing double backflip in competition; more X-Games medals than any other competitor.
HOBBIES: Golf, cars

RYAN NYQUIST

BIRTHDAY: 3/6/79
RESIDENCE: Greenville, NC
YEARS RIDING: 15
YEARS PRO: 4
CAREER HIGHLIGHTS: Bronze medal Dirt Jumping 1999 X Games; 1999 Overall Street Champion ESPN/BS; 1999 DK Dirt Circuit Champion; 1999 ABA King of Dirt; Gold medal Dirt Jumping 1999 Gravity Games; Silver medal Street 1999 Gravity Games; 1999 ESPN's B3 Games Oceanside First Place Street.
HOBBIES: Sewing



JOEY GARCIA

BIRTHDAY: 4/17/78
RESIDENCE: Gilroy, CA
YEARS RIDING: 17
YEARS PRO: 5
CAREER HIGHLIGHTS: Bronze medal Bicycle Stunt Dirt 1998 X Games; Bronze medal Bicycle Stunt Dirt 1995 X Games; Gold medal Bicycle Stunt Dirt 1996 X Games.
FAVORITE AIR TRICK: Tailwhip
HOBBIES: Motocross, surfing

KENAN HARKIN

BIRTHDAY: 6/13/74
RESIDENCE: Woodward, PA
YEARS RIDING: 17
YEARS PRO: 4
FAVORITE AIR TRICK: 720
CAREER HIGHLIGHTS: Co-host of NBC Gravity Games; turning pro; buying my car; working with kids as an instructor at Woodward Camp; traveling the planet; competing in the X Games.
HOBBIES: Music DJ, reptiles, mountain biking.

LEIGH RAMSDELL

BIRTHDAY: 8/1/70
RESIDENCE: Chapel Hill, NC
YEARS RIDING: 22
YEARS PRO: 3
FAVORITE AIR TRICK: No Handed 540
CAREER HIGHLIGHTS: Competed in MTV Sports and Music festival; currently performing on Warped Tour.
HOBBIES: Playing guitar and pool, riding.

CHAD KAGY

BIRTHDAY: 11/21/78
RESIDENCE: Gilroy, CA
YEARS RIDING: 14
YEARS PRO: 4
FAVORITE AIR TRICK: Alley-oop 540 for a quarter pipe, superman seatgrab barspin for a jump
CAREER HIGHLIGHTS: Entering my first pro competition because I missed the amateur competition and getting 6th; qualifying for 1998 X-Games Dirt just 4 months after ACL reconstruction; 1999 X-Games Bronze medal Street; traveling the world doing something I love to do. Getting fan mail--that means kids look up to me and respect what I've done.
HOBBIES: Motocross; working on my '68 Chevelle and my '95 Silverado; a little snowboarding and wakeboarding.

MIKE LAIRD

BIRTHDAY: 7/1/74
RESIDENCE: Greenville, NC
YEARS RIDING: 16
YEARS PRO: 4
FAVORITE AIR TRICKS: No Handed 360, Alternate 360 Tailwhip
CAREER HIGHLIGHTS: 1997 ESPN BS series Amateur title №1 Street and Vert; competed in 1999 Gravity Games and 1998 and 1999 X Games.
HOBBIES: Music, writing music section with Leigh Ramsdell for Ride BMX.

TROY MCMURRAY

BIRTHDAY: 2/2/73
RESIDENCE: Huntington Beach, CA
YEARS RIDING: 17
YEARS PRO: 5
CAREER HIGHLIGHTS: 1st place MTV Street 97
HOBBIES: Drawing and teaching my dog new tricks.

TIM MIRRA

BIRTHDAY: 4/28/72
RESIDENCE: Raleigh, NC
YEARS RIDING: 18
YEARS PRO: 2
FAVORITE AIR TRICKS: Tabletop 360, No Handed 360
CAREER HIGHLIGHTS: 1996 Useless Contest Series 1st place Street; 1998 1st place Broadway on the Beach Street.
HOBBIES: Bike riding, weight lifting.

SHAUN BUTLER

BIRTHDAY: 6/29/76
RESIDENCE: Huntington Beach, CA
YEARS RIDING: 12
YEARS PRO: 7
FAVORITE AIR TRICK: Tabletop 360
CAREER HIGHLIGHTS: MTV Sports and Music Festival
HOBBIES: Chilling with friends.

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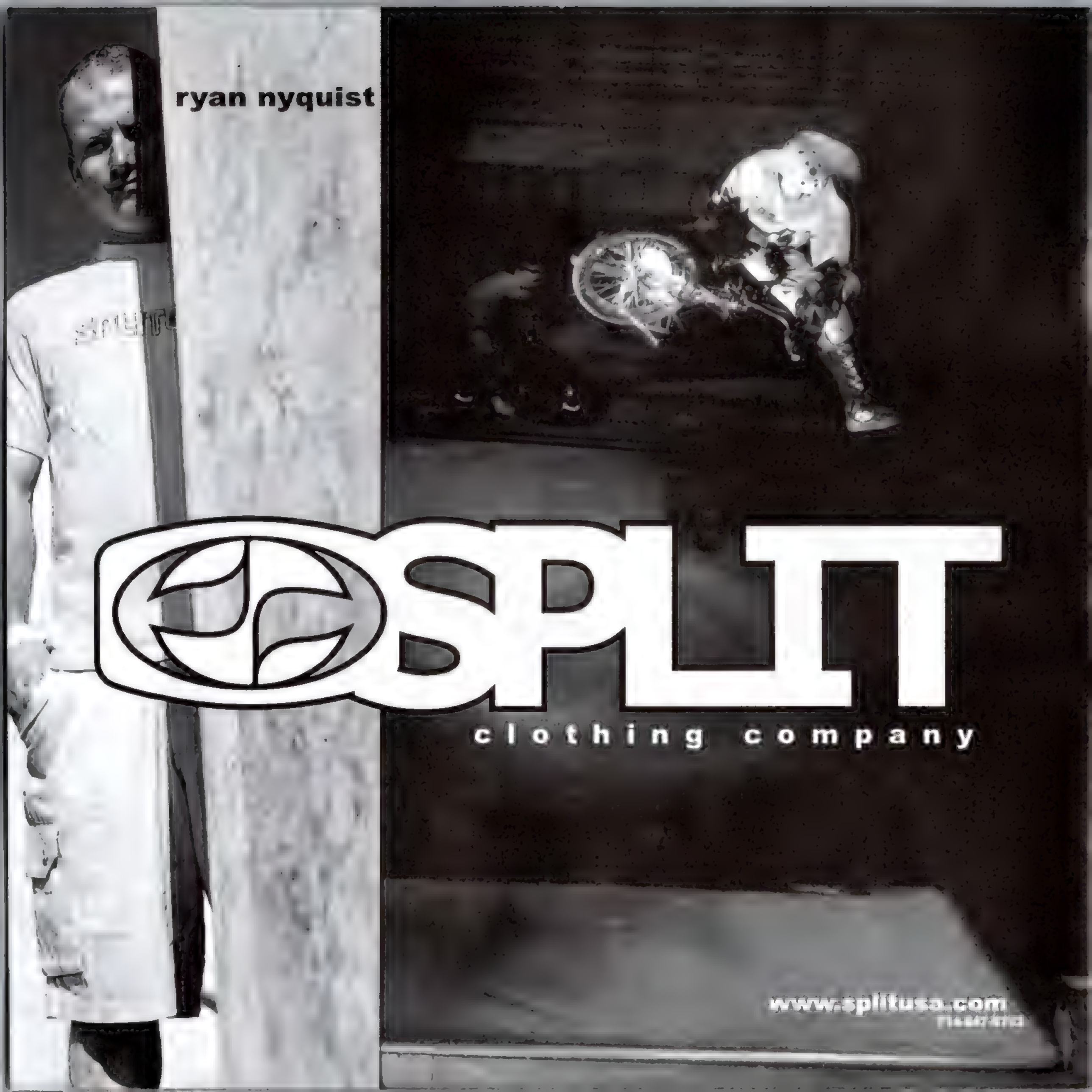
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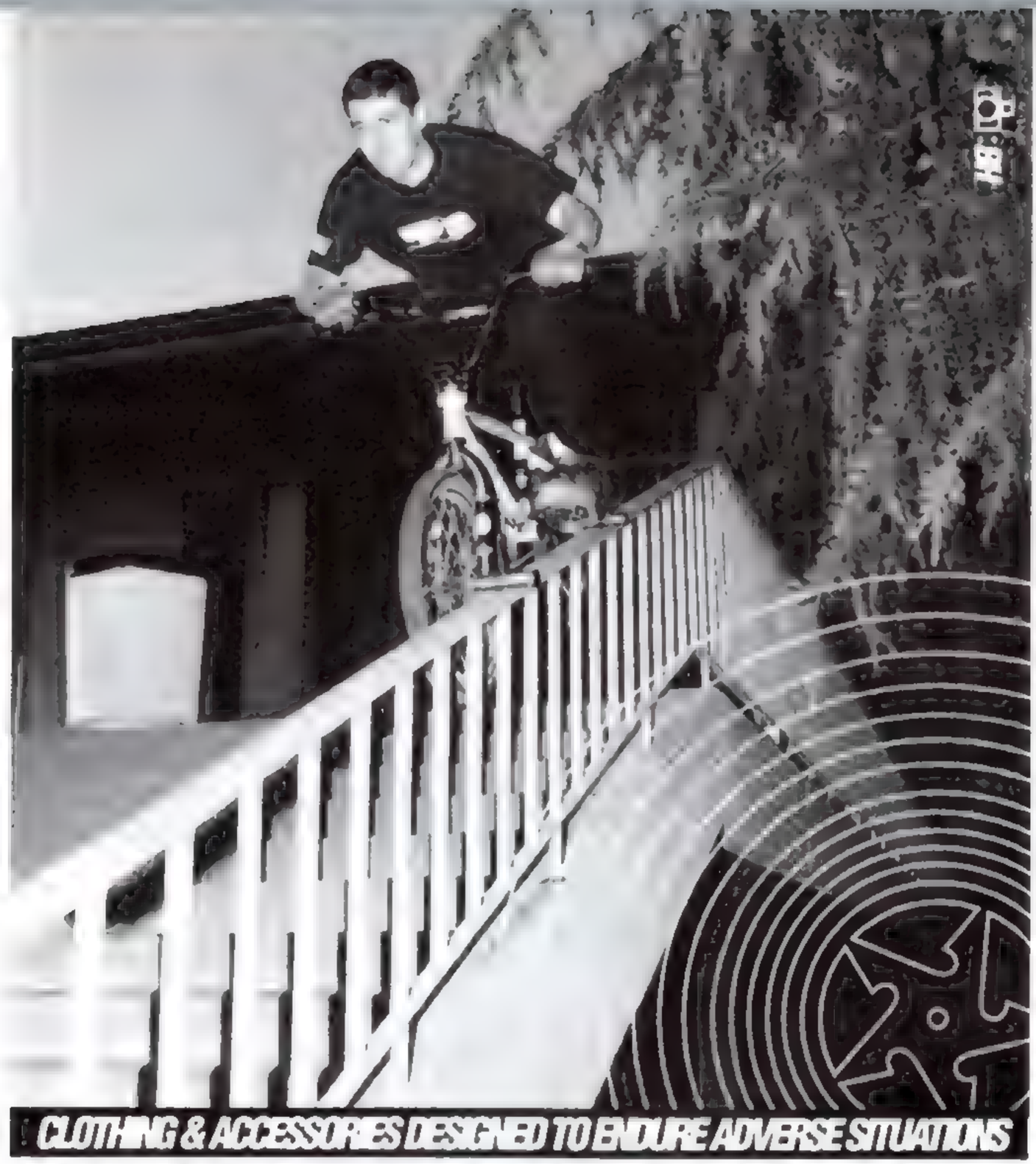

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Acclaim Hotline/Consumer Service Department (516) 759-7800

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